AMENDMENTS TO THE CLAIMS

1-33. (Cancelled)

34.   (Currently Amended) A system for rendering a stream of data at different playback speeds, comprising:

a component of a server that sends the stream of data for a first playback speed from the server to a client via a network;

a component of the client that receives the stream of data;

a component of the client that renders the received stream of data at the client at the first playback speed, switches the rendering of the received stream of data from the first playback speed to a second playback speed this is greater than the first playback speed, and notifies the server of the second playback speed; and

a component of the server that, upon receiving notification of the second playback speed, initially sends to the client the stream of data that is timeline-modified for a third playback speed that is greater than the second playback speed and then sends to the client a stream of data that is timeline-modified for the second playback speed;at a speed that is greater than required for the second playback speed

wherein the component of the client that switches the rendering does so before the client starts receiving from the server the stream of data for the second playback speed and

wherein the client renders the data sent for the third playback speed at the second playback speed.

35.   (Previously Presented) The system of claim 34 wherein the component of the client that switches the rendering of the stream of data does so upon receiving an

indication from a user to switch the playback speed without waiting to receive data for the second playback speed.

36.   (Cancelled)

37.   (Currently Amended) The system of claim 34 wherein the component of the server that sends the stream of data for the second playback speed does so ~~a speed required for the second playback speed~~ when the client has a sufficient portion of the stream of data buffered.

38.   (Previously Presented) The system of claim 34 wherein the switching from the first playback speed to the second playback speed results in no user-noticeable delay in the switching.

39.   (Previously Presented) The system of claim 38 wherein the switching from the first playback speed to the second playback speed results in no user-noticeable pause in the rendering.

40.   (Previously Presented) The system of claim 34 wherein the data includes video and audio data.

41.   (Currently Amended) A server system for providing to a client a stream of data for different playback speeds, comprising:
    a component that sends to the client via a network the stream of data for a first playback speed;
    a component that receives from the client a notification of a second playback speed that is greater than the first playback speed; and
    a component that initially sends to the client the stream of data that is timeline-modified for ~~the second~~ a third playback speed ~~at a speed~~ that is greater than

required for the second playback speed <u>and then sends to the client the stream of data that is timeline-modified for the second playback speed</u> to accommodate when the client switches to the second playback speed before it starts receiving the stream of data for the second playback speed <u>and wherein the client renders the data sent for the third playback speed at the second playback speed</u>.

42.   (Cancelled)

43.   (Previously Presented) The server system of claim 41 wherein the data includes video and audio data.

44.   (Previously Presented) The server system of claim 41 to further accommodate when the client switches the rendering of the stream of data upon receiving an indication from a user to switch the playback speed.

45.   (Cancelled)

46.   (Currently Amended) A method for rendering a stream of data at different playback speeds, the method comprising:

receiving from a server via a network a stream of data for a first playback speed;

rendering the received stream of data at the first playback speed

switching the rendering of the received stream of data from at the first playback speed to at a second playback speed <u>that is greater than the first playback speed</u>;

notifying the server of the second playback speed; and

after switching the rendering, <u>initially</u> receiving from the server the stream of data that is timeline-modified for the second a third playback speed at a speed that is greater than required for the second playback speed <u>and then</u>

receiving from the server the stream of data that is timeline-modified for the second playback speed wherein the data received for the third playback speed are rendered at the switched second playback speed.

47.   (Previously Presented) The method of claim 46 wherein the switching of the rendering of the stream of data is done upon receiving an indication from a user to switch the playback speed.

48.   (Cancelled)

49.   (Previously Presented) The method of claim 46 including receiving from the server the stream of data for the second playback speed at a speed required for the second playback speed when a sufficient portion of the stream of data has been buffered.

50.   (Previously Presented) The method of claim 46 wherein the switching from the first playback speed to the second playback speed results in no user-noticeable delay in the switching.

51.   (Previously Presented) The method of claim 50 wherein the switching from the first playback speed to the second playback speed results in no user-noticeable pause in the rendering.

52.   (Previously Presented) The method of claim 46 wherein the data includes video and audio data.

53.   (New) A system that streams a video with frames from a server to a client at different playback speeds, a playback speed faster than a normal playback speed being simulated by skipping frames of the video, comprising:

a component that sends frames of the video for a first playback speed;

a component that receives an indication of a second playback speed that is greater than the first playback speed; and

a component that upon receiving the indication,

    initially sends frames of the video that are timeline-modified for a third playback speed that is greater than the second playback speed; and

    then sends frames of the video that are timeline-modified for the second playback speed

so that the client renders the frames of the video for the third playback speed and the second playback speed at the second playback speed.